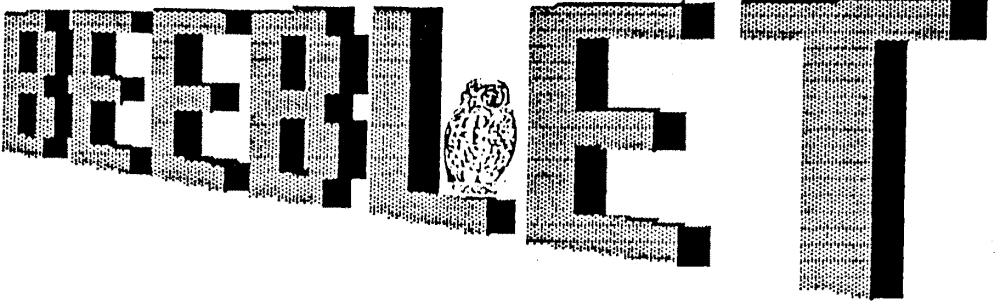




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BBC / ACORN



COMPUTER USER GROUP NZ (inc)

EDITORIAL

Another quality issue with a wide range of material. With fewer contributions than usual, there has been some space left for a sample or two of the interesting screen-dumps received from time to time.

But first, may I thank this month's contributors -

John Andrew	Wellington
Bob Evans	Invercargill
Neil Orton	Hamilton
Brian Cattermole	Wellington
David Salmon	Wellington
Local User Groups	Southland
	Tokoroa
	Wellington

To assist our secretary, I usually take the responsibility for clearing the Post box during the weekends - one never knows whether a disc or tape awaits collection for conversion into *Beeblet* contents.

Every now and again we receive advertising material that could be of specific interest to some readers. Two such items were received from the UK during October, and since there was some spare space, I thought it would be worthwhile to include a precis of each in this issue.

Daylight saving has arrived - there is more incentive to be outside than composing articles for *Beeblet*. Never-the-less the final issue for the year will be dependent upon receiving sufficient copy. Have you got any special ideas for a Christmas Issue? I'll be clearing the box for the last time on 22 November for that issue.

Happy Computing.

Graham Ellett

::

DISCLAIMER

The views of reviewers, contributors and/or Editorial committee are not necessarily shared by

THE BBC/ACORN COMPUTER USER GROUP NZ INC.

::

```

#####
#
#   DDD
#   D  D
#   D   D
#   D  D I   SSS   CCC   OO   U  U  N   N   TTTTT
#   D  D I   S   C   O  O  U  U  NN  N   T
#   D  D I   SS  C   O  O  U  U  N  N  N   T
#   D  D I   S   C   O  O  U  U  N  N  N   T
#   DDD   I   SSS   CCC   OO   UU   N   NN   T
#
#   *****
#
#       SSSS
#       S   S
#       S   TTTTT   OO   CCC   K  K
#       SSSS   T   O  O  C   K  K
#       S   S   T   O  O  C   KK
#       S   S   T   O  O  C   K  K
#       SSSS   T   OO   CCC   K  K
#
#   *****
#
#   Ccnfidential to Members                      November 1987
#
#   We are currently holding stocks as follows:-
#
#   Disks (box of 10)    3MDSDD 5.25"    $40.00 + 1.00 pp
#   Tape (New Member )  EMI C30          $5.00
#
#   Beeblet Covers      Pre-V-Dex(2 Vols) $4.50
#   Printer Ribbons     Logitec loops    $10.00
#
#   For Wellington members, these are available at both
#   monthly meetings and workshops.
#
#   For other members, postage will be arranged on
#   receipt of your cheque. Address your request to:
#
#       Discount Stocks
#       BBC/Acorn User Group of NZ, Inc
#       PO Box 9592
#       WELLINGTON
#
#####

```

TEACHING PROCEDURES

By Bob Evans, Invercargill

In an effort to stress the use of procedures in programming, I knocked together a program that involves "driving" a "ball" around the screen as though it were radio controlled. Steering, acceleration and braking are supplied.

Although there is nothing world shattering about it, my high school pupils seem to enjoy running it. Some of the more able programmers amongst them find it fairly easy to make modifications.

The program, which is listed on the next page, is developed in several stages; one procedure at time. The following is a brief description of each stage:

1. PROCball is defined and called as PROCball(*m,n*) where *m* and *n* define the position of the ball on the screen.
2. The action of PLOT 70 is demonstrated (plots in inverse colour) by adding another PROCball(*m,n*) - the "ball" disappears.
3. A REPEAT - UNTIL FALSE loop is added, the ball "flickers".
4. Add PROCmove; a simple straight line motion initially with *m=m+1*: *n=n+1*
5. Add PROCsteer using left and right cursor keys.
6. Add PROCthrottle. The COPY key is the accelerator and the DELETE key is the brake.

Additional Exercises:

Try removing either line 80 or 90.
Make the ball bounce off the edges of the screen.
Add sound.
Improve on the shape of the ball.
Add a reverse gear.

```

10 MODE 4
20 m=0:n=0:t=0
30 dir=1.56
40 REPEAT
50 PROCsteer
60 PROCthrottle
70 PROCmove
80 PROCball(m,n)
90 PROCball(m,n)
100 UNTIL FALSE
110 END
998 :
999 :
1000 DEFPROCball(x,y)
1010 PLOT 70,x,y
1020 PLOT 70,x,y+4
1030 PLOT 70,x+4,y
1040 PLOT 70,x+4,y+4
1050 ENDPROC
1998 :
1999 :
2000 DEFPROCmove
2010 xcpt=t*COS(dir)
2020 ycpt=t*SIN(dir)
2030 m=m+xcpt:n=n+ycpt
2040 ENDPROC
2998 :
2999 :
3000 DEFPROCsteer
3010 IF INKEY(-122) THEN dir=dir-.1
3020 IF INKEY(-26) THEN dir=dir+.1
3030 ENDPROC
3998 :
3999 :
4000 DEFPROCthrottle
4010 IF INKEY(-106) THEN t=t+.1
4020 IF t>10 THEN t=10
4030 IF INKEY(-90) AND t>1 THEN t=t-1
4040 IF INKEY(-90) AND t<=1 THEN t=0
4050 ENDPROC

```

WANTED TO BUY:

Bar code Reader. Please contact:

Eliot Muir, Wellington

Telephone (04) 787623

FILE TRANSFER via STARNET

by Neil Orton, Hamilton (UGR 001)

I don't know how many of you have wanted to send programmes over STARNET, but have discovered that FT does not work. FT is the File Transfer mode that should enable you to send Tokenised Basic and Machine Code programmes over STARNET. Unfortunately, that facility will not be able to be used until we get a computer on shore, and that is not likely to happen for some months yet.

I have modified two programmes from the COMSTAR manual that allows you to convert any file on a disc to another file on the disc. One programme converts a programme to a file in an ASCII format that can be loaded directly into a normal message being prepared on a wordprocessor. After being received on STARNET the message is stored on disc, the second converter programme will then find the programme in the message and convert it back to its original form. A simple form of checking is performed to inform you that the programme has been converted properly.

Briefly the operation is this:-

1. Run programme one to convert your programme to an ASCII file.
2. Incorporate the ASCII file in a normal STARNET message.
3. Transmit the message as normal.

On receiving a message containing a programme:-

1. Save the message on disc.
2. Run programme two to convert the ASCII file back to the programme. The converted programme can be Chained or Run as usual

A few points:-

1. The ASCII file is twice as long as the original.
2. Only put one programme in a message.
3. Programmes one and two do not work with tape.

I have Basic and Machine Code Versions of Programmes one and two if anyone is interested I will send them the ASCII file format of them and the following programme will convert them back to Basic/MC.

Here is the Basic version of Programme Two:-

```
10 MODE1
20 ONERROR PROCerror:MODE7:END
30 REM ASCII TO BINARY CONV.PROG.
40 REM -----
50 REM BASED ON AN IDEA BY A.HOOD 1984
60 REM MODIFIED BY N. ORTON 1987
70 VDU19,3,4,0,0,0,19,2,7,0,0,0,19,0,2,0,0,0
80 COLOUR 130
90 COLOUR3
100 GCOLO,1
110 CLS
120 MOVE 0,0
130 DRAW 0,1023
140 DRAW 1279,1023
150 DRAW 1279,0
160 DRAW 0,0
170 PRINTTAB(13,5)"S T A R N E T"
180 COLOUR0
190 PRINTTAB(8,10)"F I L E   T R A N S F E R"
200 PRINTTAB(11,15)"C O N V E R T E R"
210 PRINTTAB(13,20)"BASIC VERSION"
220 PRINTTAB(15,25)"BY N.J.O."
230 PRINTTAB(13,30)"PRESS ANY KEY"
240 C=GET
250 CLS
260 VDU19,0,0,0,0,0,19,3,5,0,0,0,19,2,3,0,
270 COLOUR0
280 PRINTTAB(1,1)"  PROGRAMME TO CONVERT AN ASCII FILE"
290 PRINTTAB(1,4)"          TO BASIC OR MACHINE CODE"
300 PRINTTAB(1,7)"          AFTER RECEPTION ON"
310 COLOUR3
320 PRINTTAB(1,10)"          STARNET"
330 COLOUR1
340 PRINTTAB(1,13)"  PLEASE ENTER SOURCE FILE NAME"
350 COLOUR3
360 INPUTTAB(1,16);I$
370 I=OPENIN(I$)
380 COLOUR1
390 PRINTTAB(1,19)"  PLEASE ENTER OBJECT FILE NAME"
400 COLOUR3
```

...A2BCONV Contd >>>

```
410 INPUTTAB(1,22);O$
414 COLOUR0
415 PRINTTAB(14,28)"PLEASE WAIT"
420 O=OPENOUT(O$)
430 ?&76=&00
440 A=BGET#I:IF A<>ASC("K") THEN 440
450 A=BGET#I:IF A<>ASC("L") THEN 440
460 A=BGET#I:IF A<>ASC("K") THEN 440
470 A=BGET#I:IF A<>ASC("L") THEN 440
480 REPEAT
490 msb=BGET#I:IF msb=&0D OR msb=&0A THEN 490
500 lsb=BGET#I:IF lsb=&0D OR lsb=&0A THEN 500
510 IF msb=ASC("V") THEN 560
520 ?&76=msb+lsb+?&76
530 PROCbyte
540 BPUT#O,byte
550 UNTIL EOF#I
560 msb=lsb
570 lsb=BGET#I:IF lsb=&0D OR lsb=&0A THEN 570
580 PROCbyte
590 CLOSE #I
600 CLOSE #O
605 COLOUR3
610 IF ?&76=byte THEN 630 ELSE PRINTTAB(1,25)"THE
    PROGRAMME DID NOT CONVERT PROPERLY."
620 PRINTTAB(5,26)"PLEASE DOWNLOAD AND TRY
    AGAIN.":GOTO640
630 PRINTTAB(7,25)"FILE CONVERTED CORRECTLY"
640 PRINTTAB(13,28)"PRESS ANY KEY"
650 C=GET
660 MODE7
670 END
680 DEFPROCbyte
690 lsb$=CHR$(lsb)
700 msb$=CHR$(msb)
710 byte=(INSTR("0123456789ABCDEF",msb$)-1)*16+
    (INSTR("0123456789ABCDEF",lsb$)-1)
720 ENDPROC
730 DEFPROCerror
740 CLOSE#O
750 CLS
760 REPORT:PRINTERL
770 PRINTTAB(10,20);"PRESS ANY KEY"
780 C=GET
790 ENDPROC
```

FILE TRANSFER via STARNET

Editorial Comment

Further to Neil's article, it may be of interest to readers that Spooled programs (Using *SPOOL command), whether alone or incorporated into an article for Beeblet have been received as text files via STARNET.

Spooled programs can be readily read into a wordprocessor such as INTERWORD. The resultant text files can be transmitted via STARNET.

To restore a program, erase any text before and after the program, then extend the line length so no program line is broken into two lines. (If the line length is inadequate, the ends of longer program lines may be trimmed, with disastrous results.) After Spooling the program out of INTERWORD to a suitable filename, *EXEC filename, and the BASIC program will be restored.

SIMPLE PIANO

By F J Andrew

This short program will turn the red keys into a simple piano keyboard with notes for a major scale. The stange symbols at the end of the program lines is the double vertical dash above the backslash on the top right of the keyboard. That symbol, coupled with the next character are interpreted in the BBC to mean a special action.

```
10 REM SETUP REDKEYS FOR SIMPLE PIANO
20 REM SAVE "PIANO"
22 MODE7
23 PRINT"Now the red keys act like a piano!!"
30 *K.0 *FX213,100!M!G
40 *K.1 *FX213,108!M!G
50 *K.2 *FX213,116!M!G
60 *K.3 *FX213,120!M!G
70 *K.4 *FX213,128!M!G
80 *K.5 *FX213,136!M!G
90 *K.6 *FX213,144!M!G
100 *K.7 *FX213,148!M!G
110 *K.8 *FX213,156!M!G
120 *K.9 *FX213,164!M!G
140 END
```

GRANADA EDUCATIONAL SOFTWARE

In the mail this week came a couple of advertising pamphlets from Mercury Educational Products, England.

Firstly, for teachers of early and remedial reading, one pamphlet advertises WORDSPINNER. This package converts the BBC Micro into a letter based fruit machine. Although it has a file of some 1500 key words, new files can be created to fit in with current activities. The program can print out word lists in large, easy to read letters or make flash cards. Price exclusive of VAT £9.95

A support pack is available separately, which includes keyboard overlays. Price, no VAT \$4.50

Secondly, for Secondary Schools comes STATUS, a statistical package. The pamphlet lists the tests available, which include Spearman's R, Mann-Whitney, and Point Biserial, as well as Chi square and t tests. Graphics include Scattergraphs and Histograms as well a Pie and Bar charts.

For	BBC B/Master	\$19.50 incl VAT
	BBC Network	\$25.00 incl VAT

Briefly discussed on the same pamphlet are RIVERS and SLOPES. The former would be of value to anyone teaching rivers as part of a geomorphology course. Data files are provided for two rivers or field data can be used. Important statistics such as Cross Sectional Area and Discharge are calculated and displayed, along with cross-sections and scattergraphs (together with Spearman R Tests) to compare relationships between variables.

SLOPES can be used as the basis for fieldwork exercises or for classroom teaching relating to slopes.

For	RIVERS	£18.04 + VAT	BBC B/Master
	SLOPES	\$16.39 + VAT	BBC B/Master

For copies of the pamphlet/order form(s) send a stamped, self-addressed envelope to Editor, Beeblet or write direct to:

Mercury Educational Products
PO Box 194
Sevenoaks
KENT, TN15 8TZ
ENGLAND.

A VISIT TO WATFORD ELECTRONICS

By Brian Cattermole

On the 8th of September 1987, I found myself on the doorstep of Jessa House, Watford, England. The purpose was to meet the people and the facilities that BBC computer people everywhere have bought goodies from.

This visit was organised some months earlier through Neville Hudson in Wellington. I was in London as part of a two month holiday and had with me a video camcorder.

Upon entering the establishment, I was able to meet with Nick Bond as arranged and was given the red carpet treatment. For the next two hours I talked with Nazir Jessa. He explained the history of the company, its philosophy and where it is going from here. I then saw the mail order department in operation, the bulk storage and the shop front in detail.

Archimedes was demonstrated (very capably) by one of the counter staff. That computer is FAST! Some of the demonstration software was put through its paces and after trying for ages to get fast graphics out of a BBC B it was out of this world.....

Then a demonstration of QUEST PAINT on a Master was given. So advanced was this package compared to other art software that I bought one on the spot. A review of QUEST PAINT follows on the next page.

Having now seen the establishment, I am satisfied that they take New Zealand orders seriously and do their best to help their customers. I was told that in one year, all the orders from New Zealand amount to about three days' trading of UK orders, but to them, every order is important.

Business is going well and I got an assurance from Mr Jessa himself that he will continue to support the Acorn range. While all the High Street stores throughout the UK have dropped the BBC in favour of other brands, Watford have stuck rigidly. This means of course that we will continue to hear from them for a long time to come.

have put together a video presentation using professional editing equipment on my visit. It is about 10 minutes long and is self contained. If anyone would like a copy, please send me a VHS tape, a return addressed bubble type post envelope (handibag) and \$2 for postage. I do not charge for my services.

My address is:

B.L.Cattermole
34 Routley Cres
UPPER HUTT
Tel. (04) 278727

QUEST PAINT

A review by Brian Cattermole

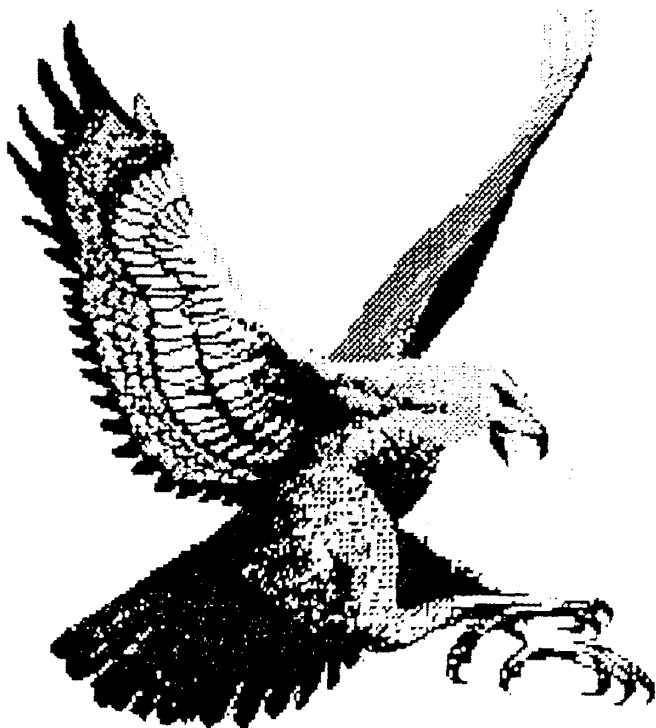
As part of my recent holiday in the U.K. I made a visit to Watford Electronics, details of which have been described elsewhere. Upon walking around the shop I quickly noticed a video monitor with a continually cycling series of still pictures. It turned out that these pictures were drawn with Quest Paint.

Talk about love at first sight. I have been using Super Art for the past two years and was aware of its many limitations. This package has none of them.

The English computer magazines in our shops are presenting their own reviews so I see no point going into the nitty gritty too far. These then are some points of interest as I found them.

There are a few minor weaknesses to this software, but they are minor. One is the limit on text fonts. There is one font built into the 32K PALPROM and four on disk. All may be turned into italics giving a total of eight fonts. I cannot find a way to create my own at this stage but a special font disk is available for an extra £12.

The other niggle is that when loading files off disk then the file name has to be typed in rather than have the mouse select it. A minor detail but one that could be fitted in later perhaps. This could be difficult as there are only 10 spare bytes in the entire 32K chip.



I mentioned a PALPROM earlier. For those who don't know, this is a new trend in commercial software. A 32K Eprom is put on a piggyback board with a Programmable Array Logic IC. It is impossible to decipher. Its purpose is to make the 32K Eprom look like a 16K Eprom and fits inside a BBC computer quite happily. Software has no limits now and as the larger Eproms become cheaper, then better software will be created to run in our 16K slots.

Even if you own a Master, the 32K Eprom will not run by itself in a 32K slot. It still needs the PAL chip. Fair enough, it eliminates pirating and does give the likes of myself who own a BBC B the chance to use more powerful software.

The QUEST PAINT package I bought included the PALPROM, a mouse, a utilities disk and a handbook. The command *PAINT is all that is required to get it going. The entire screen goes black except for a pencil icon in the middle and it is ready to go. By moving the mouse to the top of the screen and clicking the right button a menu appears and in here are the usual choices - pencil, brush, airbrush, fill, cut, paste, line etc. Also in this window

are - scp/grid, replace, triangle, text, trace, global fx etc. These are the ones that make it nice. Then there are others also - clr scrn, digitise, undo, I/O.

CLR SCRN is obvious, DIGITISE will only work if you have the Watford digitiser (as I have), UNDO will only work if Shadow Ram is present (as I haven't) and I/O brings up a MODE 7 menu. In this menu are the load and save commands, screen print and * commands. This and the other menus are cancelled from the mouse and the screen restored to show your picture.

One of its nicer features is that the top menu plus the bottom one (to be covered shortly) are done in MODE ZERO!!!!. The drawing itself is in MODE 1. Thus on screen together are two different modes. A neat way round an old problem.

At the bottom is a separate menu regarding patterns, colours, brush sizes etc. Brushes and patterns may be created and saved through the I/O. Some of the more interesting features include the PROTECT and CYCLE commands. I cannot do them justice in just a few words but they all give an artist scope to create far better pictures than previously possible.

In addition to the pencil icon there are others that collectively are called the TOOLBOX. There are 4 in it - COMMAND (pencil, arrow, cut, etc.), ERASER, ZOOM and PAN. The ERASER wipes the screen beneath it, ZOOM creates a magnifying type image that can be edited pixel by pixel. PAN is used when a larger than one screen size image is required. The mind boggles at an A3 size drawing.

Here now are some unconnected random bits and pieces.

The text command brings up a MODE 7 screen asking for input. Entering something like 'GUDDAY' and returning to the picture will allow you to adjust any X or Y size before planting your word on screen. Another nice feature is TRACE. Having created such a word in big letters, one way to enhance it is to put an outline around it in another colour. This command does that in a few seconds. A previously difficult task.

To get the most out of this software then a sideways ram and a suitable shadow ram are desired. The shadow ram is used for the UNDO function and sideways ram for the twin menu on screen facility. They are not essential.

Within each of the commands there is a subset of commands. This is what makes QUEST PAINT a winner because a very complex set of controls is at your disposal.

To conclude:

I have only scratched the surface with this review. The accompanying pictures tell the story. These are some of the demonstration ones you will see in reviews elsewhere. I like it partly because of the mouse itself which is smooth and good to handle but mainly I suppose because of the features I longed for previously and never got.

It is easy to use with almost everything at your fingertips on the mouse. The software is simple where needed and complex where complexity is required.

The cost was £59 and worth every penny. It needs a mouse to operate but it is not fussy which one so that cuts the cost to £34 if a mouse is already in your possession.



STAR LANES

VERSION 1.4

by David Salmon (Fishsoft), Wellington.

Star Lanes is a game of stockmarket trading on a galactical scale. The game was original public domain software for the Apple. As I thought it was a good game I transferred it, in the most terrible programming style, into BBC basic.

The general idea of the game is to make more money than your opponents by buying and selling stocks. At first you are presented with a 26x9 grid covered with asterisks and dots. The asterisks are suns while the dots are spaces in which you can play. You are given a choice of five spaces and must pick which one you wish to set up a post on.

If the choice is next to a star or another post it becomes a company. If it is next to a company then it becomes part of that company. If it is next to two companies then the smaller company is absorbed by the bigger company. If both the companies are the same size then the computer decides who absorbs whom.

If a post is next to a star it adds \$600 to the value of the company. If next to another post it adds \$200, if next to a company it adds \$100.

Once the value of the shares is above \$3000 they split 2 for 1. You can sell shares and even sell shares you don't have. This can be a good ploy as many a game has been won by goading the other player into selling shares he doesn't have and then merging with that company there-by decreasing his shares in the larger company.

You are shown your money and how many shares you can buy in the company. This second feature was added because at times you can be trading in millions of shares and it is far easier to get the computer to do the division for you.

You only have one chance to trade on each turn so it wise to watch what you are doing if you are zooming through some of the five companies because you don't want to buy shares in them.

You start off with \$6000 and get money from bonuses when companies merge and also from interest calculated by the number of shares you have and their value.

The recommended number of moves is around 100 to 120. The game takes quite a long time and 100 moves is on average about 45 minutes playing time.

There is a 40 column version and anyone who wants the lines to change the program can get them off me. I am always at the Wellington workshops and meetings.

Happy trading.

```
10 REM *****
20 REM *      STAR-LANES      *
30 REM * (C) Fishsoft '87 *
40 REM *mucked around with*
50 REM * by Patrick Cain *
60 REM *****
70 MODE7:VDU23;8202;0;0;0;
80 A$="***STAR LANES***"
90 PROCTopbit
100 PRINTTAB(10,2) CHR$(132);CHR$(141);A$:
    PRINTTAB(10,3) CHR$(129);CHR$(141);A$
110 FOR vol=-15 TO 0:SOUND 1,vol,10,8:SOUND 2,vol,11,8:
    SOUND 3,vol,10,8:NEXT
120 PRINT''' The Game of Interstellar Trading ..."
130 VDU28,0,24,39,12
140 DIM M$(5),M(10,27),S(5,4),D1(5),S1(5),Q(5),B(5),
    R(5),C(5)
150 M$(5)="ERIDIANI EXPEDITURES":
    FOR I=1 TO 5:FOR J=1 TO 4:S(I,J)=0
160 D1(I)=0:S1(I)=100:Q(I)=0:B(I)=6000:
    NEXT J:NEXT I
170 M$(3)="CAPELLA FREIGHT CO.":
    M$(4)="DENEbola SHIPPERS"
180 M$(1)="ALTAIR STARWAYS":
    M$(2)="BETELGEUSE, LTD"
190 L$=".+*ABCDE":M$="ABCDEFGHJKLMNOPQRSTUVWXYZ":
    FOR I=1 TO 9:FOR J=1 TO 26
200 IF INT(RND(20))(>)10 THEN M(I,J)=1:GOTO220
210 M(I,J)=3
220 NEXT J:NEXT I
230 CLS:INPUT"How many rounds do you want to play? "L
```

STAR LANES..Contd.>>>

STAR LANES ..Contd.>>

```
240 IFL=0 GOTO230
250 CLS:PRINT"How many players? (2/3 or 4)":INPUT:"P1
260 IF P1<2 OR P1>4 GOTO250
270 DIM P$(P1):CLS:FOR I=1 TO P1:
PRINT"Player no. ";I;" , What is your name?":
INPUT:"P$(I)
280 NEXT I:VDU28,0,24,39,7,12:PRINT"Okay, ""':
FOR I=1 TO P1:PRINT"Player ";I;" is ";P$(I):NEXT
290 PRINT""I am now choosing the player who will go first
....":
FOR L=1 TO 500:SOUND&11,-10,RND,1:NEXT
300 I=INT(RND(P1)):VDU130,157,13,10:
PRINT" ";P$(I);" the earthling"" will be the first
player to move""CHR$130CHR$157
CHR$26TAB(0,24)"Press the <SPACE BAR> to enter the
game";:REPEAT UNTIL GET=32
310 K=0
320 MODE128:P=I:GOTO350
330 K=K+1:IF K=L THEN 1850
340 P=P+1:IF P=P1+1 THEN P=1
350 FOR I=1 TO 5
360 R(I)=INT(RND(9)):C(I)=INT(RND(26))
370 I1=I
380 I1=I1-1:IF R(I)=R(I1) AND C(I)=C(I1) THEN 360
390 IF I1<=0 THEN GOTO 400 ELSE GOTO 380
400 IF M(R(I),C(I))>1 THEN 360
410 I1=0
420 I1=I1+1:IF Q(I1)=0 THEN 560
430 IF I1>=5 THEN GOTO 440 ELSE GOTO 420
440 IF M(R(I),C(I)+1)>3 OR M(R(I),C(I)-1)>3 THEN 560
450 IF M(R(I)+1,C(I))>3 OR M(R(I)-1,C(I))>3 THEN 560
460 A1=M(R(I),C(I)+1):A2=M(R(I),C(I)-1)
470 A3=M(R(I)+1,C(I)):A4=M(R(I)-1,C(I))
480 IF A1=2 AND A2<4 AND A3<4 AND A4<4 THEN 360
490 IF A2=2 AND A1<4 AND A3<4 AND A4<4 THEN 360
500 IF A3=2 AND A1<4 AND A2<4 AND A4<4 THEN 360
510 IF A4=2 AND A1<4 AND A2<4 AND A3<4 THEN 360
520 IF A1=3 AND A2<4 AND A3<4 AND A4<4 THEN 360
530 IF A2=3 AND A1<4 AND A3<4 AND A4<4 THEN 360
540 IF A3=3 AND A1<4 AND A2<4 AND A4<4 THEN 360
550 IF A4=3 AND A1<4 AND A2<4 AND A3<4 THEN 360
560 NEXT I:PROC map:PRINT
570 PRINT P$(P);:PRINT" HERE ARE YOUR LEGAL MOVES:"
580 FOR I=1 TO 5:PRINT; R(I); MID$(M$,C(I),1);" /";:
NEXT I
```

STAR LANES..Contd.>>>

STAR LANES ..Contd.>>

```
590 INPUT "WHAT'S YOUR MOVE ";R$:
    IF LEFT$(R$,1)="M" THEN PROCmap:GOTO570
600 IF LEFT$(R$,1)="S" THEN GOSUB 1740:GOTO570
610 IF LEFT$(R$,1)=" " THEN GOTO570
620 R=VAL(LEFT$(R$,1))
630 C=ASC(RIGHT$(R$,1))-64
640 I=0
650 I=I+1:IF R=R(I) AND C=C(I) THEN 680
660 IF I>=5 THEN GOTO 670 ELSE GOTO 650
670 PRINT "THAT SPACE WAS NOT INCLUDED ON THE LIST...":
    GOTO590
680 A1=M(R-1,C):A2=M(R+1,C):A3=M(R,C+1):A4=M(R,C-1)
690 IF A1<=1 AND A2<=1 AND A3<=1 AND A4<=1 THEN
    M(R,C)=2:GOTO1020
700 IF A1>3 AND A2>3 AND A2<>A1 THEN PROCcheckmerger
710 IF A1>3 AND A3>3 AND A3<>A1 THEN PROCcheckmerger
720 IF A1>3 AND A4>3 AND A4<>A1 THEN PROCcheckmerger
730 IF A2>3 AND A3>3 AND A2<>A3 THEN PROCcheckmerger
740 IF A2>3 AND A4>3 AND A2<>A4 THEN PROCcheckmerger
750 IF A3>3 AND A4>3 AND A3<>A4 THEN PROCcheckmerger
760 IF A1<4 AND A2<4 AND A3<4 AND A4<4 THEN 830
770 IF M(R,C)>3 THEN GOTO1020
780 IF A1>3 THEN I=A1-3
790 IF A2>3 THEN I=A2-3
800 IF A3>3 THEN I=A3-3
810 IF A4>3 THEN I=A4-3
820 Q(I)=Q(I)+1:S1(I)=S1(I)+100:M(R,C)=I+3:GOTO910
830 I=0
840 I=I+1:IF I=6 THEN GOTO 870
850 IF Q(I)=0 THEN 880
860 GOTO840
870 IF M(R,C)<3 THEN M(R,C)=2:GOTO1020
880 PROCchurrah:PROCannouncement:PRINT " A NEW SHIPPING
    COMPANY HAS BEEN FORMED!"
890 PRINT "IT'S NAME IS ";M$(I):S(I,P)=S(I,P)+5:Q(I)=1
900 PRINT:PRINT:PRINT:PRINT:PRINT
910 IF A1=3 THEN S1(I)=S1(I)+500
920 IF A2=3 THEN S1(I)=S1(I)+500
930 IF A3=3 THEN S1(I)=S1(I)+500
940 IF A4=3 THEN S1(I)=S1(I)+500
950 IF A1=2 THEN S1(I)=S1(I)+100:Q(I)=Q(I)+1:
    M(R-1,C)=I+3
960 IF A2=2 THEN S1(I)=S1(I)+100:Q(I)=Q(I)+1:
    M(R+1,C)=I+3
```

STAR LANES..Contd.>>>

STAR LANES ..Contd.>>

```
970 IF A3=2 THEN S1(I)=S1(I)+100:Q(I)=Q(I)+1:
    M(R,C+1)=I+3
980 IF A4=2 THEN S1(I)=S1(I)+100:Q(I)=Q(I)+1:
    M(R,C-1)=I+3
990 IF S1(I)>=3000 THEN T1=I:PROCsplit
1000 M(R,C)=I+3
1010 IF Q(I)=0 THEN I=5:NEXT I
1020 FOR I=1 TO 5:B(P)=B(P)+INT(.05*S(I,P)*S1(I)):NEXT I
1030 FOR I=1 TO 5:IF Q(I)=0 THEN 1160:
    IF B(P)<S1(I) THEN 1160
1040 IF B(P)<S1(I) THEN 1160
1050 PRINT P$(P); " YOUR CURRENT CASH=$";B(P)
1060 PRINT " BUY HOW MANY SHARES OF ";M$(I); " AT $";S1(I)
1070 PRINT "YOU CAN AFFORD ";INT(B(P)/S1(I));:
    IF INT(B(P)/S1(I))<2 THEN PRINT " SHARE" ELSE
    PRINT "SHARES"
1080 PRINT "YOU NOW OWN ";S(I,P);
1090 INPUT R3$:IF LEFT$(R3$,1)="M" THEN R3$="":PROCmap:
    GOTO1050
1100 IF LEFT$(R3$,1)="S" THEN R3$="":GOSUB1740:GOTO1050
1110 R3=VAL(R3$):R3$=""
1120 IF R3*S1(I)<=B(P) THEN 1140
1130 PRINT "YOU ONLY HAVE $";B(P); "-TRY AGAIN":GOTO1060
1140 IF R3=0 THEN GOTO1160
1150 S(I,P)=S(I,P)+R3:B(P)=B(P)-(R3*S1(I))
1160 NEXT I:GOTO330
1170 DEF PROCmap
1180 CLS:PRINTTAB(22);
    " ***** MAP OF GALAXY *****"
1190 PRINT " A B C D E F G H I J K L M N O
    P Q R S T U V W X Y Z"
1200 PRINT:FOR R2=1 TO 9:PRINT; R2;:
    FOR C2=1 TO 26:PRINT " ";
1210 PRINT MID$(L$,M(R2,C2),1); " ";:NEXTC2:PRINT:PRINT:
    NEXT R2
1220 PRINT "MOVES LEFT=";L-K
1230 ENDPROC
1240 DEF PROCcheckmerger
1250 F1=A1-3:IF F1<0 THEN F1=0
1260 F2=A2-3:IF F2<0 THEN F2=0
1270 F3=A3-3:IF F3<0 THEN F3=0
1280 F4=A4-3:IF F4<0 THEN F4=0
1290 T=Q(F1):T1=F1:IF Q(F2)>Q(F1) THEN T=Q(F2):T1=F2
1300 IF Q(F3)>T THEN T=Q(F3):T1=F3
1310 IF Q(F4)>T THEN T=Q(F4):T1=F4
```

STAR LANES..Contd.>>>

STAR LANES ..Contd.>>

```
1320 IF F1=T1 OR A1<4 THEN 1340
1330 X=F1:PROCmerger
1340 IF F2=T1 OR A2<4 THEN 1360
1350 X=F2:PROCmerger
1360 IF F3=T1 OR A3<4 THEN 1380
1370 X=F3:PROCmerger
1380 IF F4=T1 OR A4<4 THEN 1400
1390 X=F4:PROCmerger
1400 ENDPROC
1410 DEF PROCmerger
1420 PROCchurrah:PROCannouncement:
    PRINT M$(X); " HAS JUST MERGED INTO "
1430 PRINT M$(T1); " ! ":
    PRINT "PLEASE NOTE THE FOLLOWING TRANSACTIONS."
1440 PRINT:PRINT TAB(4); "OLD STOCK = "; M$(X):
    PRINT TAB(4); "NEW STOCK = ";
1450 PRINT M$(T1):PRINT
1460 PRINT TAB(9); "OLD" TAB(16); "NEW" TAB(24);
    "TOTAL" TAB(32); "BONUS"
1470 PRINT "PLAYER" TAB(8); "STOCK" TAB(15);
    "STOCK"; TAB(23); "HOLDINGS" TAB(32); "PAID"
1480 PRINT:FOR I=1 TO P1:PRINT P$(I) TAB(10);
    S(X,I) TAB(18); INT((.5*S(X,I))+.5)
    TAB(25)S(T1,I)+INT((.5*S(X,I))+.5);
1490 X1=0:FOR I1=1 TO P1:X1=X1+S(X,I1):NEXT I1
1500 PRINT TAB(32)" $";INT(10*((S(X,I)/X)*S1(X)))
1510 NEXT I
1520 FOR I=1 TO P1:S(T1,I)=S(T1,I)+INT((.5*S(X,I))+.5)
1530 B(I)=B(I)+INT(10*((S(X,I)/X)*S1(X))):NEXT I
1540 FOR I=1 TO 9:FOR J=1 TO 26:
    IF M(I,J)=X+3 THEN M(I,J)=T1+3
1550 NEXT J:NEXT I
1560 A1=M(R-1,C):A2=M(R+1,C):A3=M(R,C+1):A4=M(R,C-1)
1570 F1=A1-3:IF F1<0 THEN F1=0
1580 F2=A2-3:IF F2<0 THEN F2=0
1590 Q(T1)=Q(T1)+Q(X):S1(T1)=S1(T1)+S1(X):
    IF S1(T1)<=3000 THEN 1610
1600 PROCsplit
1610 F3=A3-3:IF F3<0 THEN F3=0
1620 F4=A4-3:IF F4<0 THEN F4=0
1630 S1(X)=100:Q(X)=0:FOR I=1 TO P1:S(X,I)=0:NEXT I
1640 PRINT:PRINT:PRINT:PRINT:PRINT
1650 M(R,C)=T1+3
1660 ENDPROC
1670 DEF PROCsplit
```

STAR LANES..Contd.>>>

STAR LANES ..Contd.>>

```
1680 PROCchurrah:PROCannouncement:PRINT"THE STOCK OF ";
1690 PRINT M$(T1);" HAS SPLIT 2 FOR 1!":
      S1(T1)=INT(S1(T1)/2)
1700 PRINT:PRINT:PRINT:PRINT
1710 FOR I1=1 TO P1:S(T1,I1)=2*S(T1,I1)
1720 NEXT I1
1730 ENDPROC
1740 CLS:PRINT:PRINT TAB(20);"PRICE/" TAB(30);"YOUR"
1750 PRINT"STOCK"; TAB(20);"SHARE"; TAB(28);"HOLDINGS":
      PRINT
1760 FOR I3=1 TO 5:IF S1(I3)=100 THEN 1780
1770 PRINT M$(I3); TAB(20);S1(I3); TAB(30);S(I3,P)
1780 PRINT:NEXT I3
1790 RETURN
1800 DEF PROCannouncement
1810 A%=1000:REPEAT
1820 A%=A%-1:UNTIL A%=0
1830 CLS:PRINT TAB(10,5);"SPECIAL ANNOUNCEMENT!!":PRINT
1840 ENDPROC
1850 PROCannouncement:PRINT"THE GAME IS OVER. HERE ARE
      THE FINAL STANDINGS"
1860 PRINT
1870 PRINT"PLAYER" TAB(8);"CASH VALUE" TAB(22);"CASH"
1880 PRINT TAB(9);"OF STOCK" TAB(20);"ON HAND"
      TAB(28);"NET WORTH"
1890 FOR I=1 TO P1:FOR J=1 TO 5:
      D1(I)=D1(I)+(S1(J)*S(J,I)):NEXT J:NEXT I
1900 FOR I=1 TO P1:PRINT P$(I) TAB(10);"$";D1(I) TAB(20);
      "$";B(I) TAB(28);"$";D1(I)+B(I):NEXT I
1910 INPUT"ANOTHER GAME";R$:
      IF LEFT$(R$,1)="Y" THEN RUN ELSE END
1920 DEF PROCchurrah
1930 SOUND 1,-15,30,3:SOUND 1,-15,50,3:SOUND 1,-15,65,3:
      SOUND 1,-15,77,6:SOUND 1,-15,65,3:SOUND 1,-15,77,10
1940 ENDPROC
1950 DEFPROCtopbit:FORpc%=0TO5:PRINTCHR$130CHR$157:
      NEXT:ENDPROC
```

FOR SALE:

BBC Model B with: Watford DFS 1.43
Mitsubishi Single Disc Drive, and
25 discs.

Price: \$950

Contact Eliot Muir, Telephone (04) 787 623

MERTEC COMPACT COMPANION

Noting that the BBC Acorn Compact is software compatible with the Master 128, Mertec Computer Products can supply a Compact Companion which replaces most of the missing facilities such as expansion ports making the Compact a true alternative to the Master 128 at a real advantage in price.

Facilities provided are:

User Port
Analogue (Joystick) Port
2 mHz Bus
Acorn 1770 DFS
All connections standard Master 128
Full User Control Of the Interface Software
*CMENU - an on-screen menu with a range of options to give the user control of the interface software.

Options are:

Hardware	- Present/Not Present
Software	- Select/De-select
Analogue	- Active/Inactive
Interrupts	- Modify/Ignore
2 mHz Bus	- Active/Inactive
Light Pen	- Active/Inactive
Abort Menu Changes	- Yes/No
Exit (Save changes as default)	- Yes/No
On Screen Help for each Option	

Fitting

Takes literally two minutes using the two screws provided to bolt the interface firmly to the right-hand side of the keyboard. Dimensions: depth and height to match the Compact; approx 70 mm wide.

Price: £9.95 including VAT

Available from:

Mertec Computer Products
(Bucon Limited)
33-36 Singleton St
Swansea SA1 3QN
WALES
Tel (0044 792) 467 980

AVAILABLE FROM:-

MICRO INTERFACE (NZ) LTD,

P.O. BOX 14441,
KILBIRNIE, WELLINGTON.
a/h 882-444 Starnet UGR008

All prices include GST.

INTERWORD-32k Word-Processor with many new features not included in Wordwise Plus. Compatible with BBC, Master and Master Compact. \$175.82 p&p \$3.00.

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MINI OFFICE II-Contains a word processor, database, spreadsheet, graphics program, communications program and a label printing program. \$ 63.70 p&p \$3.00.

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or 3 1/2" disc \$ 53.40 p&p \$2.00.

TRIVIAL PURSUIT-Genus Edition. Twin disc pack. Great fun. Would be even better if you could silence the little man. 5 1/4" disc \$ 65.00 p&p \$2.00.

Many other software titles in stock and even more available on request.

ALSO AVAILABLE FROM:-

MICRO INTERFACE (NZ) LTD.

BLANK DISCS

PRICE PER DISC

10+ 50+ 100+

MAXELL DISCS

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3.5"

DS/DD,80T,135 TPI	\$ 9.60	\$ 8.96	\$ 8.32
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BASF 'QUALIMETRIC' DISCS

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214 x 288mm Colour Monitor	\$ 57.97		

LOCAL USER GROUP NEWS

WELLINGTON

During the October Meeting, Tony K., from Barsons in Auckland, demonstrated the BBC Archimedes 310. First of all, he told us a bit of the history of RISC technology and Acorn's three years of research to finally come up with a chip that worked first time. He then explained the four controller chips, ARM (the Acorn RISC Machine), MEMC (the Memory Controller), VIDC (the Video Controller) and IOC (the Input/Output Controller).

A short video on the Archimedes followed, giving a description of the Software that comes with the machine. This includes a font manager and Desktop program which are in ROM and a Music and Paint program which are written in Basic V and come bundled on the Welcome Disc. He also gave us a Demo of the full version of 'Lander' written by David Braben, who wrote 'Elite'. A smaller version which has no baddies, is on the Welcome Disc.

Many thanks to Tony for coming down to Wellington to demonstrate this marvellous machine and confirming our knowledge that Acorn make the best machines. But, next time, please leave the lousy weather behind in Auckland.

As well as Archimedes, we had a video of Watford Electronics, including an interview with Mr Jessa the owner and founder of the biggest suppliers of hard- and software for Acorn machines. The video complemented the Archimedes demonstration well as it contained about fifteen minutes of film about the computer. It also showed Watford's Quest Mouse and Quest Paint, which is supposedly the best drawing program available for the BBC Micros.

December is the the last month of the year and therefore December 9 will be our last meeting. It will be a games evening with demos of the latest games available from software houses such as Superior Software. Bring a blank disc to copy Christmas Programs that will be available.

The last workshop for the year will be at Wellington College in the Computer Room at 7:30 pm on Wednesday the 25th of November.

LOCAL USER GROUP NEWS

SOUTHLAND

The Southland Computer Education Society Inc. advised that at their last meeting held on Tuesday 6th October at the Southland Education Centre, 70 Doon St., Invercargill, members obtained hands-on experience with two amazing pieces of technology:

Domesday Machine

A browse through 26 gigabytes of laser disc storage (could take up to seven years at a conservative estimate) with the opportunity to visit Loch Ness or the Tower of London, or one of many thousand other attractions.

BBC Archimedes

An opportunity was given to try out members own bench mark programs to prove the world's faster micro.

ELECTRONIC SCHOOL LIBRARY PROGRAM:

Also on display was "EDLIB", an electronic library program for secondary schools. It prints bar coded library cards for up to 2500 pupils and bar code labels for up to 65000 books.

As well as all issues and returns being activated by a sweep of the bar code reader supplied, full database facilities are provided which will enable analyses of the types of books most often borrowed, printouts of overdue books, etc.

The program requires a BBC B or Master and associated twin disc drive.

For enquiries regarding future meetings contacts are:

Bob Evans,

Lyndon McEntee,

Invercargill

Gore

Tel: (021) 73-050

Tel: (020) 87-365

LOCAL USER GROUP NEWS

TOKOROA

AMX PAGEMAKER PLUS + WATFORD'S DIGITISER

Earlier this year, to support the Tokoroa High School computer department, we purchased Pagemaker Plus from Watfords together with the Watford Video Digitiser.

Although the school's very high quality video camera, produced a good image, none of us showed particular aptitude as cameramen. It was important to arrange the lighting to be rather flat - the digitiser doesn't do a good job with extremely contrasty subjects.

Tried out with a video recorder, it required a very good quality slow motion, freeze frame facility, or a very slow-moving subject. Again, it works best where the contrast is not excessive, and for relatively simple, uncluttered subjects. Line drawings came out very well.

All in all, it appears to be a great little combination, especially for the total cost of \$400.

- Graeme Robertson.

IMPORTING ITEMS FROM OVERSEAS

Recently, I ordered a disc interface for the Electron, plus a 3.5 inch disc drive, from Solidisk in England. The items arrived in the country at the end of May.

Customs in Hamilton then wrote asking me to fill in the relevant forms they enclosed and to send a cheque to cover the GST and 5% excise tax on software.

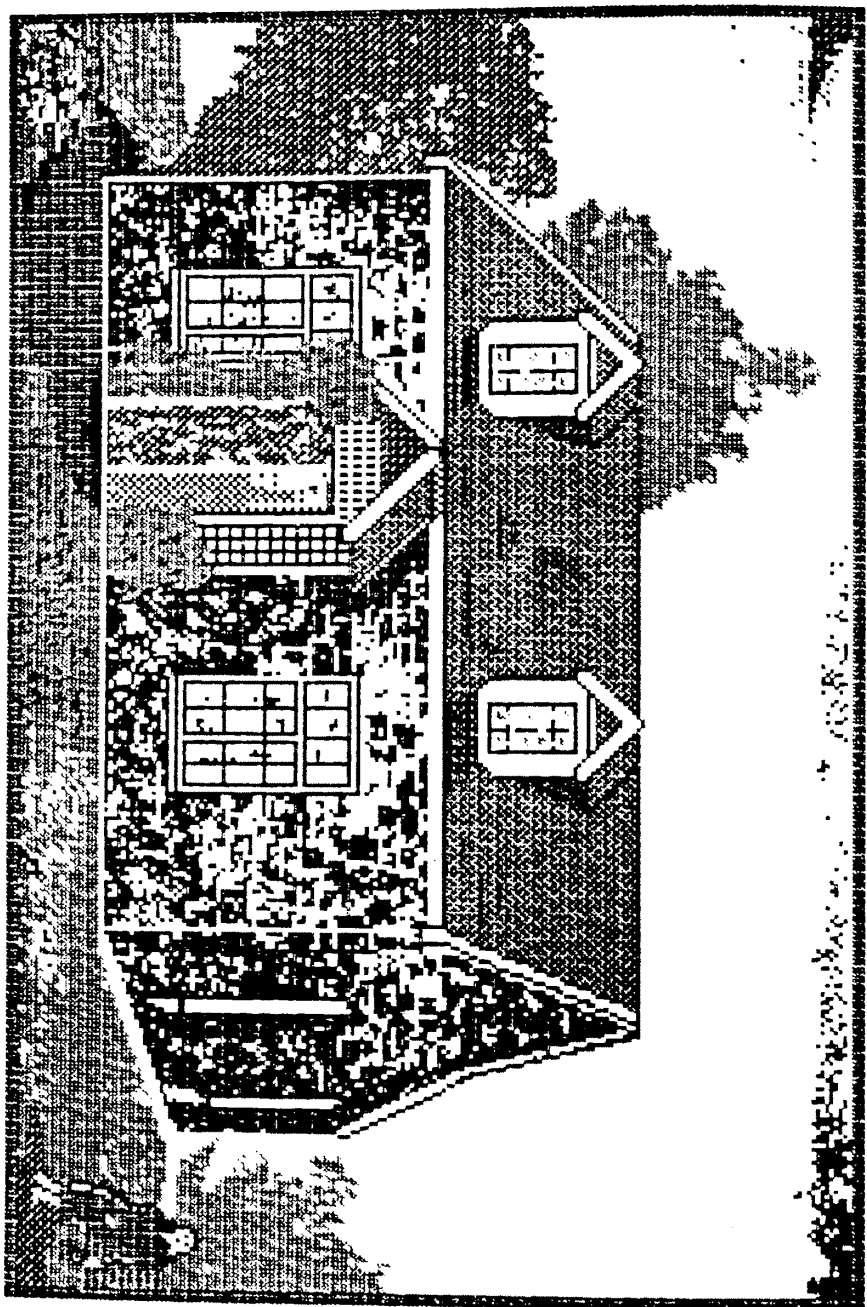
As there was no software involved I rang Customs, explaining that 'Solidisk' was the name of a firm, not the name of a disk of material. They happily took my word, recalculated the excise tax (now nil) and the GST charged on the excise tax (also now nil).

The Custom's letter has on it: "Duty and/or GST on these goods exceeds the \$30 minimum collectable as the calculations on the attached import documents show". The inference must be that if the value of the goods declared is less than \$300 then GST collection will be waived.

- Geoff Singleton.

...../////.....

Kei Panmure te Whare o te Hōia.



WANTED:

Beryl Dixon wants to obtain the following issues of *The Micro User*:

January 1986

Vol 3 Number 11

May 1986

Vol 4 Number 3

Please telephone Wellington (04) 862 874, Collect.

MICRO SOFTWARE HIRE CLUB

Software is available for hire to members of the Micro Software Hire Club Wellington Branch. A \$12.00 annual fee is payable for membership to the Micro Software Hire Club. For further details about membership and a detailed catalogue please write to:

Micro Software Hire Club,
Micro Interface (NZ) Ltd,
PO Box 14441,
Kilbirnie,
Wellington.

HIRE RATES: A colour code in the software catalogue specifies the hire rate. As an indication the rates applicable are quoted as follows (two rates listed, the first rate being for the first week, the second rate being the rate each week for the second and third weeks):-

	first week	2nd and 3rd weeks
Blue -	\$5.50	\$2.75 each week.
Green -	\$6.60	\$3.30 each week.
Yellow -	\$7.70	\$3.85 each week.
Red -	\$8.80	\$4.40 each week.

MEMBERSHIP

Membership of the National User Group is on payment of an annual subscription from April to March, which is \$20.00 for the 1987/8 year. A local branch levy may be payable which entitles attendance at meetings as detailed on the back page. Joining or renewing members get all the back issues of *Beeblet* for the current year - those joining after 1 October may have half the annual subscription waived and only receive *Beeblet* from 1 October.

USER GROUP MEETINGS

- AUCKLAND:** -2nd and 3rd Wednesday of each month at Social Club, Auckland Hospital, Grafton Road at 7.30pm. Contact John Buchanan (Secy), phone 546-985; David Wilkin (Pres), phone 437-540.
- North Shore:** -last Wednesday of the month, 7.30pm, Salvation Army Hall, Glenfield Road, Glenfield. Contact: Chris, Phone 419-0543 (wk).
- CHRISTCHURCH:** -fortnightly workshops, Monday 6.30pm at Hagley High School. phone Michael 582-267.
- DUNEDIN:** -first Thursday of the month. Contact: Martin McDowall, Phone 42-031
- HAWKES BAY:** -Alt. months Hastings and Napier, 2nd Sunday 3pm. Contact Ron: 444-970, John: 445-729 (librarian), Major: 447-729, Mitch: 85-395.
- INVERCARGILL:** -Southland Education Centre, 70 Doon St. Contact Bob Evans, 73-050 or Lyndon McEntee (020) 87-365.
- NELSON:** -second Monday of the month, 7.30pm, Nelson Baptist Church, Bridge St. Contact: Peter, Richmond 8975; Ken, Nelson 85-150; Richard, Richmond 8489.
- PALMERSTON NORTH:** -Phone Brian Knowles 79-319.
- ROTORUA:** -first Tuesday of month, Science Lab at Rotorua Girls High School. Phone: Ian 85-583, Joan 81-536 Tony 89-316.
- TAUPO:** -every second Wednesday, 7.00pm. Contact: David 84-215 (h), 85-124 (wk).
- TAURANGA:** -every second Wednesday. ph. Chris & Jane 65-076.
- TIMARU:** -Phone Lloyd van der Krogt Timaru 61-412.
- TOKOROA:** -1st Friday of month, 7.30pm, Tokoroa High School. Contacts: Don Fraser, 68-813 or Graeme Robertson, 65-346 Tokoroa.
- WAIKATO:** -first Monday of the month, 7.30pm, Waikato Tech Institute. Ph. Alison or John, Morrinsville 6695.
- WELLINGTON:** -second Wednesday of the month, 7.30pm, Royal Society Lecture Theatre, Turnbull St, Thorndon. -Workshops: fourth Wednesday of month, other details: ph. Don 848-235 or Mike 785-437.
- OTHER CENTRES:** -let us know and we will publish details here.

BEEBLET

- PUBLISHED:** monthly except January and mailed to financial members.
- CONTRIBUTIONS:** -most welcome. Listings should be sent in on tape or disc. (Tape - 2 copies, one at 300 baud please). Please include written explanation of listing; text and graphics only material welcome too.
- DEADLINES:** -For a particular issue, the last day for material is the fifteenth day of the month prior to publication.
- ADVERTISING:** -No fixed charge is made for advertising. Supply camera ready, deadlines as above.

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